

STARPORT BAR



by Joseph Moore

STAR PORT BAR

A Cepheus Engine Adventure

By Joseph Mohr

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Just about every major star port in the Sonora sector has a bar or tavern associated with it. Passengers, travelers, star ship crew members and off duty personnel need to have some place to drink, eat and blow off some steam. Smaller star ports may not be able to afford such luxuries but just about every class A, B or C star port will have one.

Of course....on a few worlds....alcohol is forbidden. Such places are few and far between in the sector. Most worlds in the sector have no such prohibitions. A few religious dictatorships, however, do.

A great deal of business is conducted at star port bars. Patrons often find travelers to do their bidding at bars and taverns. Smugglers often ply their wares at these facilities. And a lot of brew is consumed. Even a few good meals get served there.

This particular tavern could be found at just about any major star port in the sector....or perhaps in another sector in your campaign universe.

Beware! Star port taverns can be as dangerous as any place in the galaxy.

KEY TO THE TAVERN

The tavern is two stories and has a small basement. It is a seedy place that smells like stale beer and pretzels. Between passenger flights the place tends to fill up with people at all hours of the day or night. During major flights the place empties out again. The regulars, of course, stick around regardless of flight scheduling.

A second level deck overlooks the east side of the tavern.

GROUND LEVEL

The privies are located just outside. It is not unusual to see one or more drunks on the walkway into the place that have just been bounced.

1. Walkway - A short set of steps lead up to the front door. There are frequently, drunks in the doorway, who have just been ejected from the bar.

The GM should roll an encounter here from the table of occasional visitors. Regular visitors never get bounced. An encounter with a drunk will happen on a 8+.

2. The Main Floor - Seating in the tavern is mostly communal. There are three large benches with chairs for seating along with three smaller tables. A large fireplace on one side of the room provides warmth and lighting. Stair cases on two sides of the room lead upward to the second level.

Waitresses bring food and drinks to the tables from two doorways on the east side of the room. A doorway on the north side of the room leads to a small patio seating area.

3. Patio Seating - One table is set up here for regular customers. No visitor is ever found sitting here unless invited to by a regular. Business is often conducted here away from prying eyes or ears.
4. Kitchen and Bar - The bartenders, cooks and waitresses conduct their business from here. A staircase here leads to the basement below.
5. Storage - This area is used for storage of food items, legs of beer and ale and boxes of liquor. Larger items are stored downstairs in the basement.

UPPER LEVEL

A large combat ring is set in the center of the floor. Fights are commonly held here for entertainment of the crowds. This area tends to be very busy on nights when fights are scheduled. Betting and side wagers are the norm.

Doors from here lead to the outside deck.

6. Upper Main Floor - There are two large communal tables here and four small tables. The fireplace from below also gives heat in this room as well.
7. Deck - There are six tables on the deck which overlook the star port. Customers of the bar can see ships taking off and arriving constantly.

BASEMENT

8. Stairs - Stairs from the bar lead down to this area. Crates of food are stored along the east wall.
9. Keg Storage - Kegs of beer and ale are stored here in bulk.
10. Holo - Pool Table - The owner and staff of the tavern sometimes come down here to enjoy a little time away from the customers. At any time 2-3 of them may be present here playing holo pool.
11. Private Residence - This room is currently being used by a wanted outlaw who is hiding out. A secret door in the north wall leads to an escape tunnel. If the resident here feels threatened then he will sneak out the tunnel and flee.

The criminal is the infamous traitor and coward General Abe. This man was single handedly responsible for the military disaster at the Battle of Regulon IV. He is wanted by authorities on several worlds and has a bounty of CR 100,000 dead or alive.

Army General Charles Abe 974593 Age 38

5 terms

Skills: ATV-1, Admin-2, Electronics-2, Rifle-2, SMG-7, Spear-2, Tactics-1
He is armed with an SMG. Wears cloth armor.

MEMBERS OF THE STAFF

All employees of the tavern wear a uniform to make it clear that they work here.

2. Rogue Quentin Ota 653799 Age 46

7 terms

Skills: Carbine-3, Computer-1, Dagger-1, Electronics-2, Forgery-3, Jack-o-T-1,
Liaison-2, Ship Tactics-1, Streetwise-2

He is the owner of the tavern. He is frequently found in the kitchen mixing drinks or on the floor talking to customers. He rarely ventures to the upper floor. He is armed with a dagger and a body pistol which he keeps well hidden.

He is in the market for Olonsean Brandy which he discretely sells to select customers as it is illegal in this system. He will gladly pay the going rate for it.

3. Leo Sullivan 775696 Age 30

3 terms

Skills: Electronics-1, Gambling-1, Medical-1, Streetwise-1, Bartending-3

He is the main bartender. He is unarmed.

4. Trisha Díaz 629888 Age 42

6 terms

Skills: Brawling-1, Dagger-1, Gambling-1, Mechanical-1, SMG-2

She is a waitress. She keeps a well hidden dagger with her at all times.

5. Fatima Wood 9B4987 Age 26

2 terms

Skills: Bribery-1, Forgery-1, Halberd-1, Bartending-2

She is a bartender. Unarmed.

6. Alice Ivanov 4677A4 Age 46

7 terms

Skills: Computer-1, Electronics-2, Forgery-2, Gambling-2, Laser Carbine-1,

Mechanical-1

She is a waitress. Unarmed.

7. Xia Das 854477 Age 26

2 terms

Skills: Bribery-1, Streetwise-1, Culinary-2

Cook. Unarmed.

8. James Bauer 844DA4 Age 46
7 terms
Skills: Brawling-3, Carbine-1, Electronics-1, Gambling-1, Jack-o-T-1, Medical-1, Streetwise-1, Culinary-2
Cook. Unarmed.
9. Barbarian Warrior Quentin Wilson 479768 Age 30
3 terms
Skills: Carousing-1, Recon-1, Sling-2, Sword-3
Bouncer. Armed with a sword.
10. Marine Lieutenant Luis Pérez 844B68 Age 22
1 term
Skills: ATV-1, Cutlass-3, Revolver-1
Bouncer. Armed with a cutlass and a revolver.
11. Rogue Stefan Gruber 874B79 Age 26
2 terms
Skills: Carousing-1, Gambling-3, Streetwise-1
He runs a shell game for the customers. Keeps a body pistol well hidden.
12. Army Captain Daniel Díaz B68959 Age 29
2 terms
Skills: Fwd Obsvr-1, Rifle-2, SMG-2, Gambling-2
Armed with an SMG. He runs the upper deck fights and gambling associated with them.

REGULAR VISITORS

A number of people regularly visit the tavern. 6-12 of them will be found here at any time.

2. Merchant 4th Officer Finn Suzuki E86865 Age 30
3 terms
Skills: Bribery-1, Halberd-1, Vacc Suit-1
He has a laser pistol in a holster at his side. He is a crew member of a merchant ship which has a regular run to and from this system.
3. Doctor Peng Rodríguez 6878A7 Age 38
5 terms
Skills: Admin-2, Computer-2, Electronics-1, Mechanical-1, Medical-2, Streetwise-1
Unarmed. He was once a highly respected surgeon. Now he is an alcoholic. He is in debt to the house for poor bets on the fights on the upper level.
4. Army Captain Harper Abe 68B759 Age 22
1 term
Skills: ATV-1, Fwd Obsvr-1, Rifle-1, SMG-2, Tracked Vehicle-1

He is related to General Abe. He is trying to find his uncle before authorities do so that he can take him off world. He would gladly pay CR 25000 to anyone who could help him find General Abe.

5. Diplomat 2nd Secretary Sir Andrew Varga 55A5CB Age 22
1 term
Skills: Admin-1, Gambling-2, Liaison-1, Recruiting-1
He is a local politician who is addicted to gambling on the fights here. He is unarmed.
6. Pirate Henchmen Wei Schmidt 99A985 Age 26
2 terms
Skills: Brawling-1, Engineering-1, Navigation-1, Pilot-1
He is armed with a hidden body pistol. He is a member of a pirate crew that works this system. He is a low level pirate with a bounty of only CR 2500.
7. Bureaucrat Clerk Omar Lee 4625A3 Age 22
1 term
Skills: Admin-1, Helicopter-1, Interrogation-1
He is a low level employee of the Cobra megacorporation. Unarmed.
8. Rogue Mark Varga B47B97 Age 22
1 term
Skills: Large Watercraft-1, Liaison-1, Streetwise-1
Unarmed. He is a poor pick pocket who works only visitors and not regulars.
9. Baron Cheng Cohen 2537AC Age 38
5 terms
Skills: Admin-1, Engineering-1, Laser Carbine-1, Ship's Boat-2, Small Watercraft-1, Spear-1
Unarmed. He is a member of a minor noble family from this system. He likes to drink and chase skirts.
10. Diplomat Attache Victoria Brown 33698A Age 22
1 term
Skills: Liaison-1, Small Watercraft-1
A minor diplomat who does a lot of traveling at this star port. She stops in for meals between travels.
11. Hunter Yi Martin 354C97 Age 34
4 terms
Skills: Admin-1, Auto Pistol-1, Rifle-3, Hunting-3, Medical-2, Survival-2
Armed with an auto pistol. He is a famous big game hunter who travels from this star port regularly.
12. Scientist George Ma 8918B4 Age 42

6 terms

Skills: Auto Pistol-2, Computer-3, Electronics-1, Jack-o-T-4, Leader-3, Medical-1, Astro Physics-3

Unarmed. He is a famous scientist who lives on this world but travels from here regularly.

OCCASIONAL VISITORS

Random visitors to the tavern tend to fill up the place between scheduled flights but these visitors do not hang around for long.

4. Rogue Rosalie Chu 987564 Age 22
1 term
Skills: Brawling-1, Forgery-1, Streetwise-1
She is a minor criminal evading the law by getting off world. Unarmed.
5. Baron Thaddaeus Rizzo 878A5C Age 46
7 terms
Skills: Carousing-1, Dagger-3, SMG-4, Wheeled Vehicle-2
Unarmed. He is an important noble traveling back to his home world.
6. Merchant 4th Officer Emma Chang 848864 Age 26
2 terms
Skills: Navigation-3, Steward-1, Vacc Suit-1
She is the navigator aboard a freighter ship that stopped here to refuel. Unarmed.
7. Bureaucrat Clerk Daniel Moreau 43B76A Age 24
1 term
Skills: Auto Rifle-1, Carousing-1, Instruction-1
He is a low level bureaucrat who has just embezzled 1 MCR from his employer. He is waiting for a flight to get off world. Armed with a body pistol.
8. Army Lieutenant William Quinn 8B8957 Age 26
2 terms
Skills: Fwd Obsvr-1, Grav Vehicle-1, Rifle-1, SMG-1
He is a former army officer who lost his unit during the Battle of Regulon IV. He desperately wants to find General Abe and put a bullet between his eyes. He is armed with a revolver which he keeps well hidden.
9. Scientist Malika Zhang 8489B7 Age 64
6 terms
Skills: Carbine-1, Computer-2, Electronics-1, Jack-o-T-2, Anatomy-4, Genetic Research-3, Gene Sequencing-4
She is a disgraced scientist whose experiments caused death and misery on her home world. She has fled to this system to begin her research anew. She has a bounty of CR

25000 on her head for crimes against humanity on her home world.

10. Marine Ben Tanaka 2B4667 Age 32
3 terms
Skills: Cutlass-2, Vacc Suit-1, Brawling-3
Armed with a cutlass. He loves to brawl and was discharged from the marines after bending an officer's face.
11. Bureaucrat Executive Juan Chang 627AA5 Age 34
4 terms
Skills: Admin-3, Body Pistol-1, Computer-3, Jack-o-T-1, Liaison-1
Armed with a body pistol. He is a high ranking executive from the Yakamura corporation. He is working on a deal to sell out his corporation's trade secrets and is to meet someone here at the bar to close the deal.
12. Merchant 4th Officer Elena Varga 747858 Age 46
7 terms
Skills: Auto Rifle-2, Bribery-1, Gunnery-4, Halberd-1, Jack-o-T-1, Steward-1, Streetwise-1
She is armed with a laser pistol strapped to her side in a holster. She is a smuggler and is meeting a contact here that wants her ship to transport fugitives off planet.
13. Belter Nicolas Ivanov 366952 Age 38
5 terms
Skills: Electronics-2, Gambling-1, Instruction-2, Mechanical-1, Ship's Boat-1, Vacc Suit-3
He is a rugged belter who enjoys gambling. He has heard about the fights here and wants to bet on them. Unarmed.
14. Rogue Zhen Tamm 961B6A Age 42
6 terms
Skills: Carousing-3, Prop-Driven Aircraft-2, Rifle-1, Streetwise-2, Gambling-5, Cheating-3
Armed with a body pistol that he keeps well hidden. He is a gambler and cheat. He plays cards at every bar that he visits if they allow gambling.
15. Wet Navy Sailor Diego Pavlov 7A5BA8 Age 22
1 term
Skills: Battle Dress-1, Liaison-1, Vehicle-1, Brawling-1
Unarmed. He likes to brawl and has heard about the organized fights here. He hopes to join as a participant and make money.
16. Aerospace Flight Leader Thaddaeus Colombo 876464 Age 22
1 term

Skills: Gambling-1, Grav Vehicle-2, SMG-1, Vacc Suit-1

Unarmed. He enjoys gambling and has heard about the fights here. He wants to place wagers on a few of them.

17. Scout Jacob Mirza 829653 Age 34
4 terms
Skills: Navigation-2, Pilot-1, Prop-Driven Aircraft-1, Shotgun-2, Vacc Suit-1
Armed with a laser pistol kept openly strapped in a holster. He is one of the most decorated scouts (alive) in the Sonora sector. He has personally mapped over a dozen worlds on the fringe of this sector. He is on the way to another deep space mapping mission and stopped in for a drink.
18. Finn Schmidt 814A7A Age 46
7 terms
Skills: Brawling-1, Electronics-1, Gambling-2, Mechanical-1, Pike-1, Streetwise-1
Unarmed. He is a mechanic that works for the star port. He occasionally comes here to see one of the waitresses who he hopes will go out with him.
19. Navy Starman Sara García 67AAA7 Age 26
2 terms
Skills: Engineering-2, Gunnery-1
She is an engineer aboard a naval cruiser which is orbiting the planet. She came down on shore leave and immediately made for the nearest bar.
20. Barbarian Warrior Andrew Rizzo 656648 Age 34
4 terms
Skills: Recon-4, Sword-4
Armed with a sword. He came to this world to find a man who dishonored his family. He intends to kill this man in a duel. He has heard that this enemy occasionally visits this bar.
21. Rogue Luke Wagner 947887 Age 51
6 terms
Skills: Forgery-5, Jack-o-T-1, Large Watercraft-2, SMG-1, Streetwise-2
Unarmed. He is a notorious forger and criminal and is wanted on six worlds for his crimes. He has a bounty of CR 25000 on his head at the moment.
22. Army Captain Cheng Rizzo 94779A Age 27
1 term
Skills: Admin-1, Electronics-1, Fwd Obsvr-1, Rifle-1, SMG-1, Spear-1
Cloth armor. Auto Pistol. He is a bounty hunter on the tail of a wanted criminal seen in this system recently. He just stopped in for a beer.
23. Paul Moreau 734737 Age 26
2 terms
Skills: Brawling-1, Bribery-1

He works for the star port as a baggage handler. He is considering joining the fights here. He is unarmed.

24. Pirate Corporal Gabriel Brown 677826 Age 30
3 terms
Skills: Body Pistol-3, Brawling-1, Gunnery-1, Mechanical-1
Armed with a body pistol. He is the member of a pirate crew that terrorizes another system nearby. His group has a hidden base on a moon in this system. The locals do not know him and he wants to keep it that way. There is currently no bounty on him as the locals are unaware of his activities.

POTENTIAL PATRONS

There is always money to be made here at the tavern. People come and go who have jobs they want performed. Most of them have the money to pay for it. Any time that the travelers visit the bar roll to see if one of these is present. There will be on here on a 4+.

2. Pirate Henchmen Yan Anderson 5499A4 Age 30
3 terms
Skills: Auto Pistol-1, Brawling-1, Computer-1, Electronics-1, Engineering-1
Armed with an auto pistol. He wants his Sergeant killed so that he can move up in the ranks. He would prefer not to get his own hands dirty so he is looking to hire someone else to do the deed. He offers CR 30000 which he will pay on success
3. Bureaucrat Sara Pavlov 684869 Age 22
1 term
Skills: Admin-1, Recruiting-1
Unarmed. She works for a local branch of the Arrow Corporation. Her, much older, boss is making unwanted advances on her. She does not want him killed but would like to see him “physically discouraged” from continuing. She offers CR 20000 which she will pay.
4. Rogue Judas Ota 577A96 Age 34
4 terms
Skills: Bribery-2, Carousing-1, Computer-1, Demolition-1, Electronics-1, Medical-2, Streetwise-1
Armed with a small explosive device that will destroy the building. He has a large emerald worth CR 100,000 which he recently stole. He wants to sell it to someone who is leaving this world and can get a good price for it elsewhere. He offers it for CR 40,000. The offer is genuine but the emerald is “hot” and will need to be sold very carefully elsewhere.
5. Scientist Adam Chu B76AA7 Age 46
4 terms
Skills: Computer-3, Jack-o-T-1, Laser Rifle-1, Spatial Anomalies-3
Unarmed. He is studying spatial anomalies in this sector but has recently lost his ship. He

will offer CR 50000 for someone with a ship that will take him for a week long trip to study the Sonoran nebulae. He will pay up as promised but intends to explode a small fusion device (which he calls a probe) to see if he can cause the cloud to ignite and create a stellar event. The guy, of course, is a hack.

6. Bureaucrat Clerk Youssef Wang 649495 Age 23
 1 term
 Skills: Grav Vehicle-1, Jack-o-T-2
 Unarmed. He worked for the Giribaldi corporation as a minor clerk in their accounting division. He was recently fired as inaccuracies in the accounts was discovered. He believes that his boss has set him up and offers CR 10000 for someone to “force his boss” to confess.

7. Army Captain Feng Fernandes 599972 Age 26
 2 terms
 Skills: Air/Raft-1, Brawling-1, Broadsword-1, Rifle-2, SMG-1, Wheeled Vehicle-1
 Unarmed. His company lost 2/3 of the men at the battle of Regulon IV. He is desperately seeking information leading to the arrest of General Abe and will pay CR 20000 for it.

8. Bureaucrat Supervisor Logan Novák 5A6BB9 Age 32
 1 term
 Skills: Computer-1, Interrogation-1, Jack-o-T-1, Liaison-1
 He intends to steal a great deal of money from his employer. He currently works for the Zamura corporation and has tired of the bureaucracy there. He feels that he should have been promoted to CFO long ago and now wants his payday. He is looking for someone willing to partner up with him in ripping them off. He, of course, is not trustworthy and will turn on his cohorts when he no longer needs them.

9. Rogue Leo Klein 63A786 Age 30
 3 terms
 Skills: Computer-1, Electronics-1, Large Watercraft-1, Liaison-1, Streetwise-2
 He is a local crook that is wanted by the local organized crime gangs for stealing from them. He is looking for passage off world with no questions asked. He offers CR 25000 to be delivered somewhere at least 5 parsec in any direction from here.

10. Hunter Juan Ma 422299 Age 46
 7 terms
 Skills: Admin-4, Carbine-3, Computer-1, Electronics-1, Gravitics-2, Hunting-6
 Unarmed (he keeps his carbine in storage at the star port). He is a has been in the big game hunting scene. He has not had a big kill in years. He is looking for someone who can take him to some trophy animal that no one has yet seen before so that he can redeem his name. He offers CR 75000 for anyone who can do so.

11. Doctor Ren Cohen 4A6876 Age 42
 3 terms

Skills: Electronics-1, Medical-3

He is a plastic surgeon. He was contacted by General Abe and is here to meet him so that he can change the man's face. He mistakes the travelers as someone he was to contact. Unarmed.

12. Merchant 2nd Officer Hugo Popov 85DC95 Age 42

6 terms

Skills: Bribery-1, Electronics-1, Mechanical-2, Medical-2, Prop-Driven Aircraft-1

He is a smuggler looking to sell a load of Olonsean Brandy which is illegal on many worlds in this sector. He offers the cargo for CR 100000 and assures the travelers that it is worth three times this. It actually is but is illegal on most worlds other than Olonsean ones.

FOOD AND DRINK OFFERINGS

Both food and drink are served at all hours. For special customers drinks not listed on the menu are provided. The menu includes:

Drinks

Beer	CR5
Ale	CR4
Wine	CR10
Brandy	CR15
Mixed Drinks	CR11
Club Soda	CR 1

Food

Shepherds Pie	CR 10
Steak and potatoes	CR 25
Fish and Chips	CR 5
Stew	CR 8
Pretzels	CR 1
Nuts	CR 1

BAR FIGHTS, BRAWLS AND GUN FIGHTS

Violence does happen from time to time. That is why the bar has bouncers on the payroll. Disputes come in all shapes and sizes. A check once per hour should be made. A roll of 8+ will indicate that a disturbance of some sort begins. A second roll should consult the following table:

- 2-5 A brawl begins. Several customers begin fighting each other.
- 6-10 A fist fight between two customers begins
- 11 One customer knifes another. The knifed customer dies on a 9+.

12. A shooting between customers. One customer will be dead on a 7+.

ENTERTAINMENT

Fights happen nightly in the ring on the second floor. No cover charge is required. The house makes money off of the drinks and gambling. Fights in the ring have few rules other than no weapons or fight enhancing drugs.

SPECIAL PERSONALITIES

Once in a while important personalities from the star port stop in for a drink. Check daily. A roll of 10+ will indicate that one of these people is present.

1. Navy Admiral Diego Khan 36588A Age 46
7 terms
Skills: Bayonet-4, Electronics-1, Engineering-2, Gunnery-1, Medical-1, Navigation-1, Pilot-1
He is the star port commander. He is armed with a laser pistol.
2. Army Colonel Vivien Wen 647ACA Age 38
5 terms
Skills: ATV-2, Admin-1, Air/Raft-1, Broadsword-1, Mechanical-1, Prop-Driven Aircraft-2, Rifle-2, SMG-1, Tactics-2
She wears cloth armor and is armed with a revolver. She is in charge of security at the star port.
3. Navy Lieutenant Finn White 348779 Age 26
2 terms
Skills: Broadsword-1, Gunnery-2, Mechanical-1, Shotgun-1
He is the leader of the baggage handler union. He often comes here and stirs up trouble. Unarmed.
4. Navy Starman Said Fernandes 536869 Age 30
3 terms
Skills: Electronics-1, Mechanical-1
Unarmed. He leads the landing and takeoff controller union. He usually comes here to watch the fights upstairs. He rarely causes trouble.
5. Scout Hugo Díaz 864868 Age 22
1 term
Skills: Gunnery-1, Navigation-1, Pilot-2
He is the leader of the pilot's union. He occasionally gives speeches here but rarely gets in fights. Unarmed.

6. Rogue Chloe Suzuki 88787A Age 34
4 terms
Skills: Carousing-1, Dagger-2, Forgery-1, Streetwise-1, Wheeled Vehicle-3
Armed with a dagger. She escaped from a prisoner transport.

EVENTS

Special events sometimes arise which cause a bit of chaos around the star port. These events should be checked daily. A roll of 11+ will indicate that one of these has occurred.

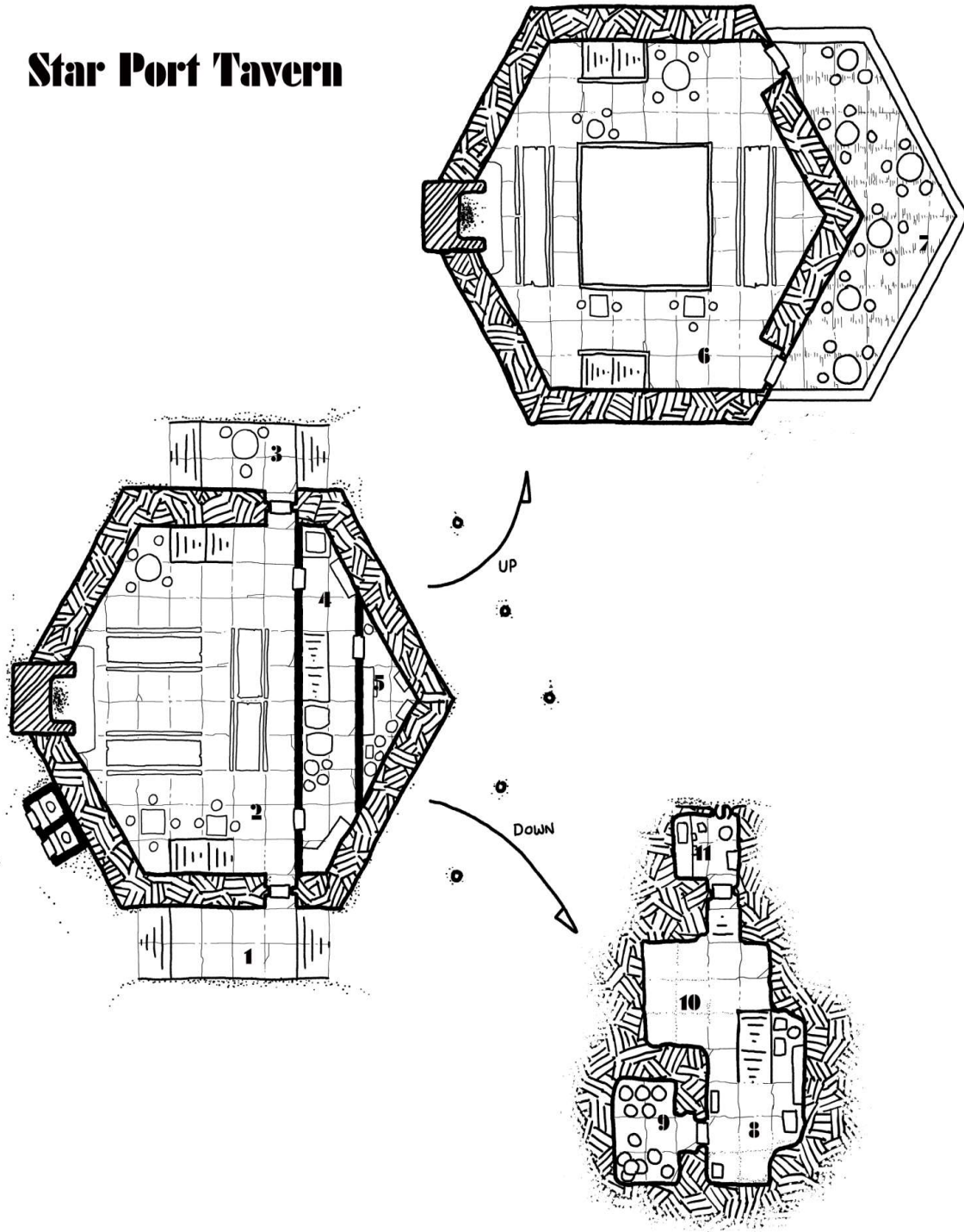
These events include:

1. Pilot strike
2. Baggage handler strike
3. Take off and landing controller strike
4. Prisoner transport escape
5. Wanted outlaw sighting
6. Meteor showers above the planet have caused travel delays.

COMPLETION OBJECTIVES

This is not a standard adventure with an obvious beginning or conclusion. The adventure ends when the travelers decide to leave the bar and go somewhere else. This tavern is just a back drop where adventures may or may not take place.

Star Port Tavern



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